FUTURE VIDEO GAME DEVELOPERS AND LEADERS AWARDED 2015/2016 AIAS FOUNDATION SCHOLARSHIPS

Scholarships Dedicated to the Memories of Industry Academic Randy Pausch and Leader Mark Beaumont

LOS ANGELES – August 20, 2015 - The Academy of Interactive Arts & Sciences (AIAS), the professional video games organization advancing the artistic values of the interactive entertainment community, has announced the winners for its annual scholarship programs. The scholarships are awarded by the AIAS Foundation, the academy's philanthropic arm.

This year four recipients, including Sumeet Khobare (University of Southern California), Lauren Scanlan (Middlebury Institute of International Studies at Monterey), Debanshu Singh (University of Pennsylvania) and Ryan Sligh (Southern Methodist University), will receive a total of $10,000 ($2,500 to each recipient) through the Randy Pausch and Mark Beaumont scholarship funds. In addition, the scholarship winners receive a complimentary pass to the 2016 D.I.C.E. Summit and 19th D.I.C.E. Awards show, Feb. 16-18, where an assigned mentor helps them navigate and network with industry leaders.

"The AIAS Foundation is very proud to have Sumeet Khobare, Lauren Scanlan, Debanshu Singh and Ryan Sligh as our Randy Pausch and Mark Beaumont Scholars for 2015," said Don Daglow, president of 4thRing Inc. and AIAS Foundation president. "Their interests, specialties, schools and career plans are all very different, but they share a commitment to building great games in our constantly growing and evolving creative industry. I am excited to see where their professional journeys bring them, and the exciting products they will in turn help bring to the world."

"Beyond the AIAS Foundation scholarships' financial contribution, the Academy always looks forward to having these incredible scholars participate in the D.I.C.E. Summit and Awards," said Martin Rae, president, Academy of Interactive Arts & Sciences. "This unique opportunity allows for the scholars to experience D.I.C.E. firsthand and meet the leaders that are driving our industry's growth and evolution – something they too will do in the years ahead. We look forward to continuing this program, which has become a hallmark of our AIAS Foundation scholarships."

The *Randy Pausch Scholarship* was established by the Academy of Interactive Arts & Sciences in 2008 to honor the memory of Computer Science Professor and Co-Founder of the Entertainment Technology Center at Carnegie Mellon University, Dr. Randy Pausch. The scholarship has been established to support students who are pursuing careers specializing in the development of interactive entertainment. Sumeet Khobare and Ryan Sligh are this year's recipients of Randy Pausch Scholarships.

"Ever since my brother showed me that creating video games is more fun than playing them, I wanted to get into the video game industry," said Ryan Sligh. "After working on my game, *Blink*, I realize I'll need the help of some great teachers to learn the skills necessary to make great games. This scholarship will help me continue to pursue a career in a field that I'm so passionate about."

"This award has made things much easier for me," said Sumeet Khobare. "I am incredibly grateful to have received this scholarship, and am indebted to the Academy of Interactive Arts & Sciences for its support of students in game industry. Many Thanks!"

The *Mark Beaumont Scholarship* was established by the Academy of Interactive Arts & Sciences in 2010 to honor the memory of the COO of Capcom North America and Europe, Mark Beaumont. This scholarship has been established to support students who are pursuing careers specializing in the business of interactive entertainment. Lauren Scanlan and Debanshu Singh are this year's recipients of Mark Beaumont Scholarships.

"I'm so honored to have received the Mark Beaumont Scholarship!" said Lauren Scanlan. "Game localization is a critical growing arm of an already expanding industry, and this scholarship will help me on my quest to promote globalization, internationalization, and culturalization best practices in games. This scholarship will help me keep on top of current trends in localization practices and technology, which I can share with others at my school. Looking forward to my final year of grad school, and getting out into the game localization world!"

"I love computer graphics and I am passionate about building products for game developers," said Debanshu Singh. "Thank you to the Academy of Interactive Arts & Sciences for your support & encouragement. I am excited to join the family of Mark Beaumont scholars."

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